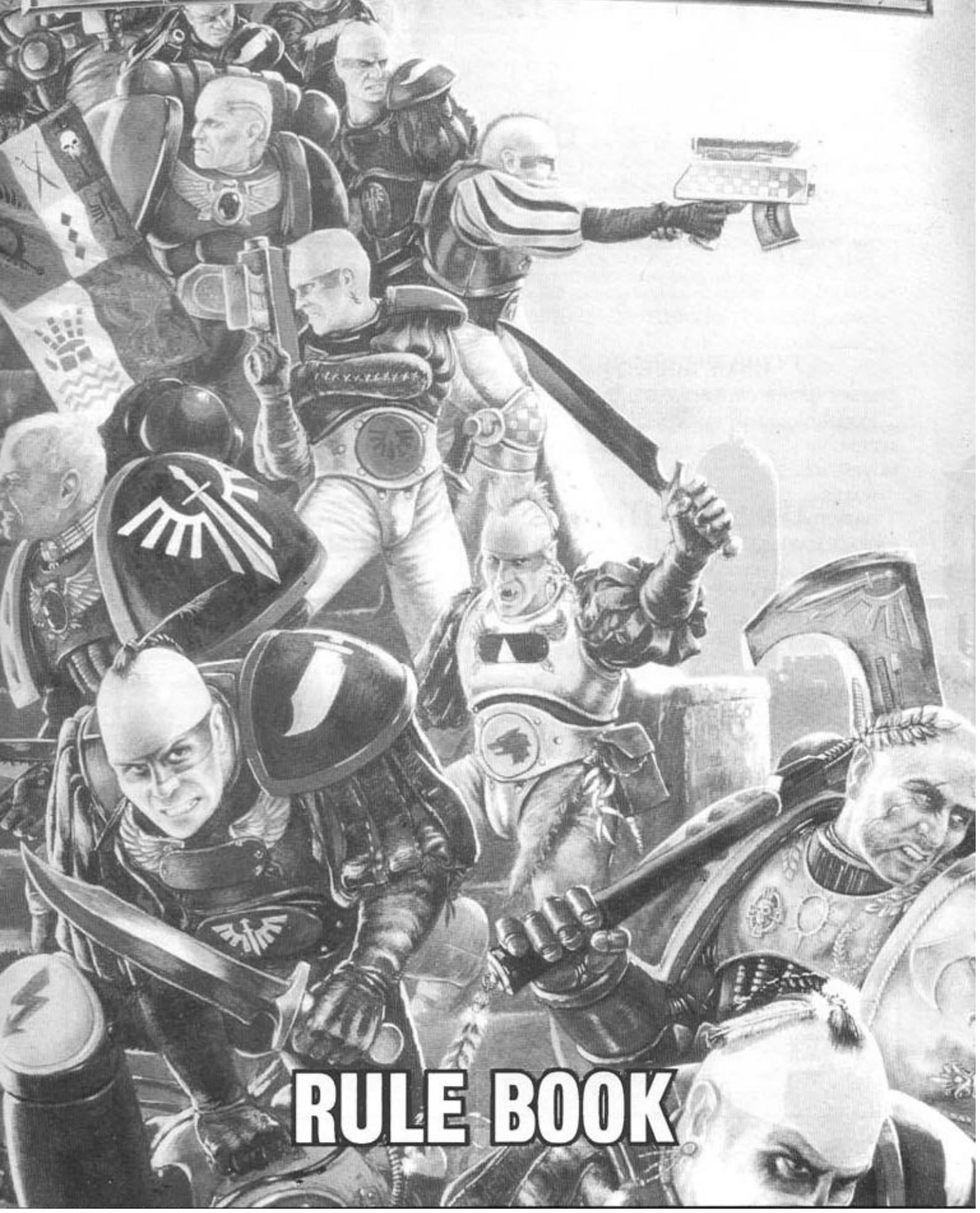


TYRANID ATTACK



RULE BOOK

TYRANID ATTACK

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INTRODUCTION

Tyrannid Attack is a game of tense exploration and terrifying combat set deep within the heart of a Tyrannid hive ship. Space Marines explore the claustrophobic tunnels of the huge living ship, their mission to locate and destroy the vital organs that control and co-ordinate the enemy vessel. To protect the hive ship, the Tyrannid player must dispose his forces and prepare ambushes for the intruders. The Tyrannid player needs a cunning defensive strategy if he's going to defeat the invading Space Marines.

Tyrannid Attack is a combination of stealthy advances and fast, furious combat. The game is played on colourful interlocking board sections that depict the inside of the Tyrannid ship in all its gruesome, contorted horror. The arrangement of board sections is different in every game, and changes continually as the action moves deeper and deeper into the ship.

In the game players take turns to move and attack with their models. The Space Marines have no idea what they will find when they enter a previously unexplored section of the ship, as the different combinations of cards and board sections constantly present them with a fresh set of challenges. They also need to keep on guard for the Tyrannid defenders, who could mount a surprise attack on them at any time.

Tyrannid Attack is just one game set in the Warhammer 40,000 universe. Others include **Warhammer 40,000**, **Space Hulk**, **Space Marine** and **Battle for Armageddon**. A complete range of metal and plastic Citadel Miniatures is also available to represent Space Marines and other warriors of the 41st Millennium.

THE BOX

The box contains the following plastic models, card cut-out pieces, counters.

- 6 Tyrannid Warrior models
- 8 Purestrain Genestealer models
- 2 Genestealer Hybrid models
- 4 Terminator models
- 1 Terminator Librarian model
- 6 Space Marine Scout models with bolt pistols
- 2 Space Marine Scout models with heavy bolters
- 2 Space Marine Veteran Sergeant models
- 6 Interlocking colour board sections
- 16 Exploration cards
- 4 Order cards
- 6 Objective templates
- 1 Space Marine entry area
- 6 Objective location tiles
- 19 counters (representing hellfire shells, teleporter cysts, melta bombs, acid blobs, wounds and artifacts)
- 2 dice

THE RULES

The best way to get to know Tyrannid Attack is to play it. Before playing a game, you need to read through the rules at least once – but don't think you have to know every rule the first time round.

We suggest that you read through the book quite quickly first without worrying too much about every little detail. If a rule's not immediately clear, skip it for now – you'll work it all out once you start playing. What you need to do at this stage is get a broad idea of what happens in the game.

When you've read the rulebook, play a couple of quick games. The rules are laid out in the order that you'll need them so you can work your way through the book section by section. When you've played a couple of games and have got a good idea of what to do, read the rulebook again. Now's the time to start checking the tricky bits that you ignored before – once you have a good idea of how the basic game works, these special cases will quickly fall into place.

REFERENCE SHEET

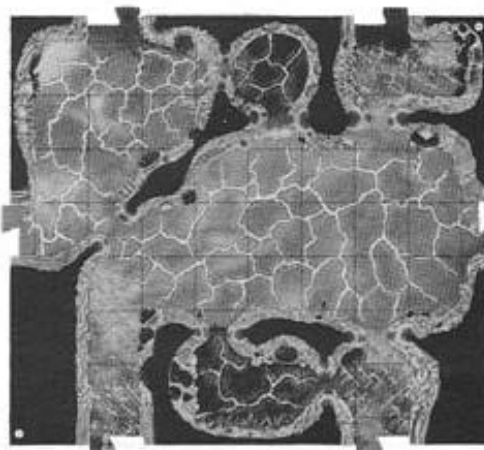
You will find a reference sheet on the back of the rule book which gives a brief summary of the rules and some other useful pieces of information. You are allowed to photocopy this sheet if you wish.

THE BOARD

The board consists of a number of separate pieces called **board sections**. Each board section is the same size and shape with six passages leading onto it – one passage on each of the short sides and two passages on each of the long sides. You can only place the boards so that long side joins to long side and short side joins to short side. The boards are designed so they lock together to form a secure playing surface.

The board sections fit together in a vast number of different combinations. This means that as the Space Marine Scouts explore the Tyrannid hive ship, they won't have any idea of what order the boards will occur in, how they connect, or which way their objective is located.

The squares marked on the board sections are used to measure movement and range.

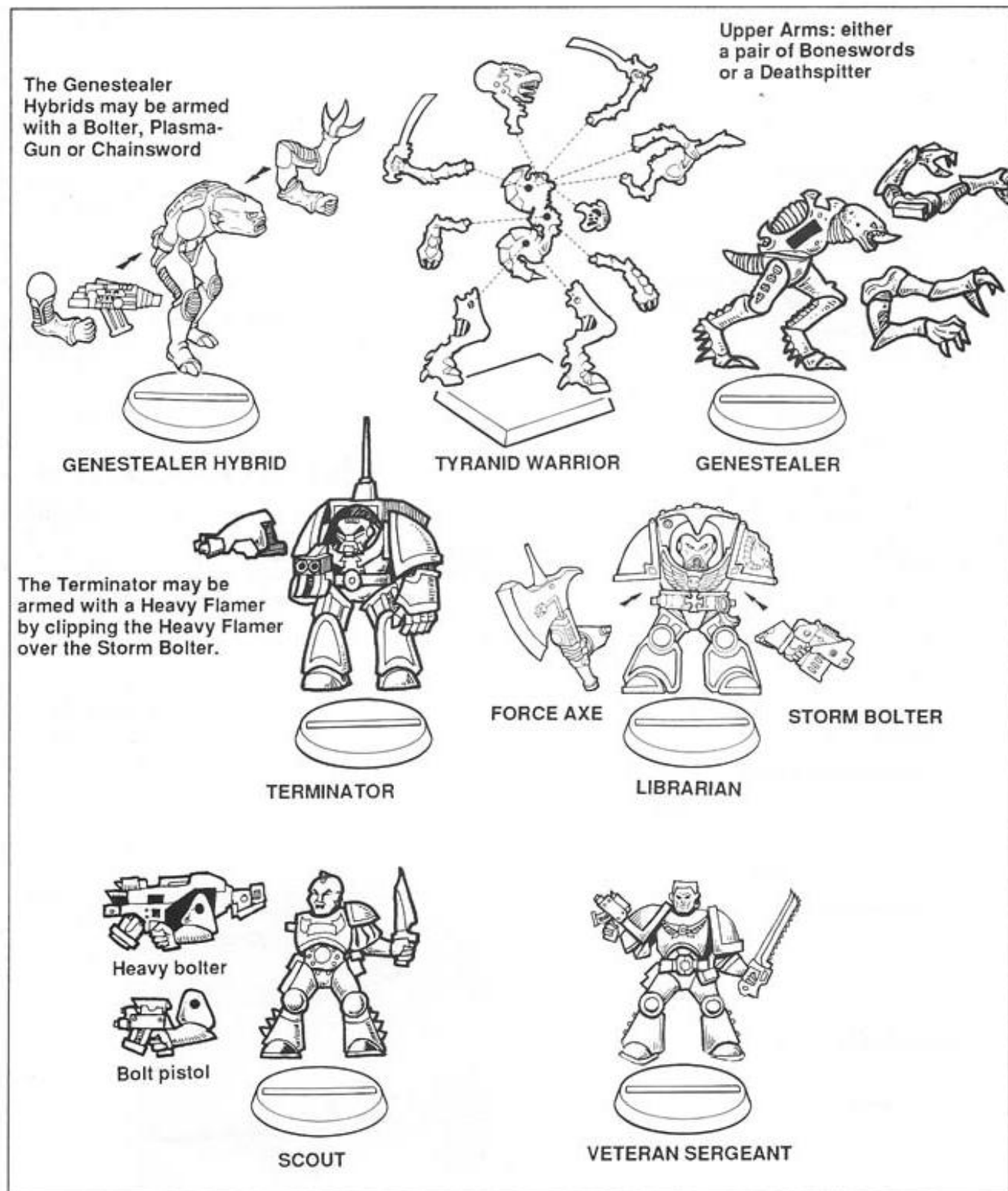


This is board section 4.

THE MODELS

The forces under your command are represented by plastic Citadel Miniatures. Before playing Tyrannid Attack, you need to glue together your plastic models as shown in the diagrams below. The tabs on the bottom of the models fit into the bases, so don't trim them off! Make sure the glue you use is suitable for gluing plastics – polystyrene cement is best. Be careful not to use too much glue as it can spoil the model by removing some of the detail.

There is plenty of helpful information about painting your models on the sides of the box bottom. If you buy a copy of Games Workshop's monthly magazine *White Dwarf*, you'll find lots more interesting painting and modelling tips, plus pages of photographs of painted miniatures. The staff at your local Games Workshop store will also be able to help you with modelling and painting and all the stores run regular painting demonstrations and competitions.



MODEL CHARACTERISTICS

The different races and troop types in the Warhammer 40,000 universe carry different weapons and have their own particular strengths and weaknesses. To reflect this, some models move faster than others, some are better shots and so forth. These abilities are called **characteristics**.

The characteristics for Scouts and Tyranid Warriors are shown below so you can compare their relative strengths and weaknesses before you choose your forces. For all of the characteristics, the higher the number, the better the model's skill or ability. You will find the characteristics for these and many other models in the Force Lists at the end of the book.

Name	Move	Armour	Weapons	Range	Fire	Hand to Hand	Notes
Scout	8	4	Bolt Pistol & Knife	12	2D	2D	None
Tyranid Warrior	4	6	Boneswords	-	-	4D (+1)	Boneswords add +1 to the Tyranid's dice roll in hand to hand combat.

MOVE determines how many squares the model moves.

ARMOUR rating measures the model's resistance to damage and is a combination of the model's innate toughness and the effectiveness of the armour it's wearing.

WEAPONS simply tells you what weapon or weapons the model is armed with.

RANGE gives you the maximum number of squares between the firing model and the target.

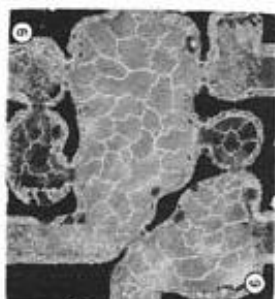
FIRE show you the number of dice you roll when shooting. For example, 1D means rolls one six-sided dice, 3D means roll three dice.

HAND TO HAND tells you how many dice to roll when you make a hand to hand attack.

NOTES gives a very brief summary of any special rules. You'll find the full explanation of the rules in the relevant section of the rule book.

CARDS, COUNTERS & TEMPLATES

Tyranid Attack also includes the following components. How and when they are used is explained in the rules that follow.



LOCATION TILE



'WOUNDED' COUNTER



ARTIFACT COUNTER



EXPLORATION CARD



ORDER CARD



MELTA BOMB COUNTER



HELLFIRE SHELL COUNTER



Hive Mind Synapse



Respiratory Vent



Dermal Sphincter



TELEPORTER CYST



Sensory Cluster



Energy Cortex



Teleporter Nexus



ACID BLOB COUNTER

SETTING UP

Both players roll a dice, and whoever scores the highest is the Space Marine player. The other player is the Tyranid player. The Space Marine player takes all of the Scout models, the Terminator models and the Terminator Librarian models. At the start of the game he may only use the ten Scout models: six Scouts armed with bolt pistols and knives, two armed with heavy bolters, and two Scout Sergeants armed with a bolt pistol and chainsword. If the Space Marine player is lucky he will find the Terminators as he explores the ship. The Tyranid player gets all of the remaining models.

Next you must set up the board. Shuffle up the six game board sections. Take the top one and place it face up on the table, then place the Space Marine entry area along one long edge. Take the next board from the stack and roll a D6 to see where it is attached to the first board that you placed: 1-2 to the left of the Space Marine entry area, 3-4 straight ahead of the entry area, 5-6 to the right of the entry area.

Repeat this process until all six board sections have been placed, always attaching a new board to the last one that was placed. Sometimes a board won't fit, usually because there is another board in the way. If this happens, roll again till you can place it.

After the boards are set up, the Tyranid player shuffles the exploration cards and draws the top one from the deck. Without looking at it, he places the card face down on the last board section that was placed. The remaining exploration cards are placed to one side for the moment.

The Space Marine player takes the four order cards, the two melta bomb counters and the three hellfire shell counters. He then shuffles the six location tiles face down and takes the top one. This card shows the board section that will contain the Scouts' first objective. Objectives are hidden deep in the heart of the Tyranid ship. As the Space Marines advance, new board sections are laid by removing sections from one end and placing them at the other – this is explained later in the rules – revealing the ships inner area where the objectives are hidden.

The Space Marine player can now put his ten Scout models on the board. The Scouts can be set up on any squares on the first five board sections. Space Marine models may not be put on the last board section (the one with the exploration card), not even on the half squares at its entrance.

THE GAME RULES

A game of Tyranid Attack is divided into **turns**. Each turn consists of the Space Marine player moving all his models and making all the attacks he wants to, then the Tyranid player moving and attacking with his models. The Space Marine player always goes first.

In your part of the turn, each of your models can move and/or attack. You move and attack with each model. A model may move first, then attack, or attack first and then move. A model does not have to move or attack at all unless you want it to.

Your models take their actions one at a time and you complete each model's movement and firing before you go on to the next. You can't go back and change any of a model's action once it's over. Each turn you can move and attack with all, some or none of your models – it's up to you how many you use.

The game turn is interrupted if a Space Marine model moves onto a board section that contains an exploration card, and the exploration sequence is carried out. The exploration sequence is fully explained in the exploration rules section on page 10.

SPACE MARINE ORDER CARDS

Order cards allow Space Marine models to make special moves and/or attacks. Exactly what each card allows you to do is written on the card itself. As long as the Space Marines have a Sergeant on the board then the card applies to all of the Space Marine models on the board. If both Sergeants are dead the card may only be used by one Scout model.

The Space Marine player may use one order card per turn. The card may be played at any time during the turn and is then discarded. However, it is usually a good idea to play the

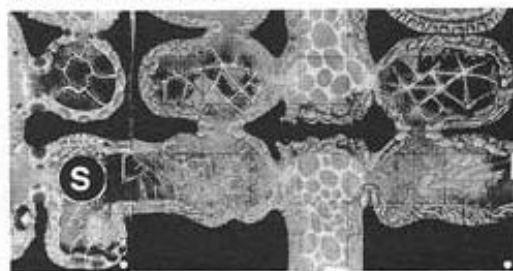
card at the start of the turn, as an order card may only be used by those models that have not moved and/or fired so far in the turn.

The rule for hellfire shells and melta bombs can be found in the Weapons section on page 12.

TYRANID REINFORCEMENTS

At the start of each of his turns the Tyranid player gets the chance to receive reinforcements. These represent Tyranid Warriors and bio-constructs waking from hibernation as the assault is under way. To see if you get any reinforcements simply roll a D6. If you roll 5 or more you get one reinforcement model which you are allowed to choose freely from any of your models that are not in play. Add 2 to the roll if no Tyranid models are in play on any board section, and subtract 1 from the roll if the Hive Mind Synapse objective has been destroyed.

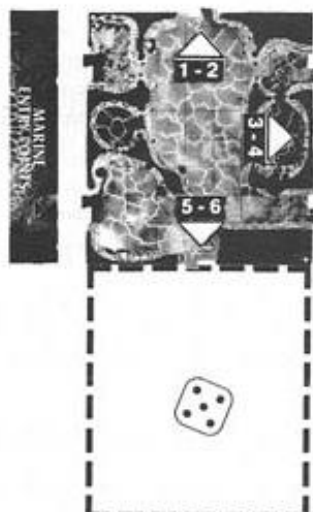
Reinforcements enter the board on **entry areas**. An entry area is any half square on the outer edge of a board section, that is more than 8 squares away from a Space Marine model (see the diagram below). If no entry areas are available the reinforcement is lost.



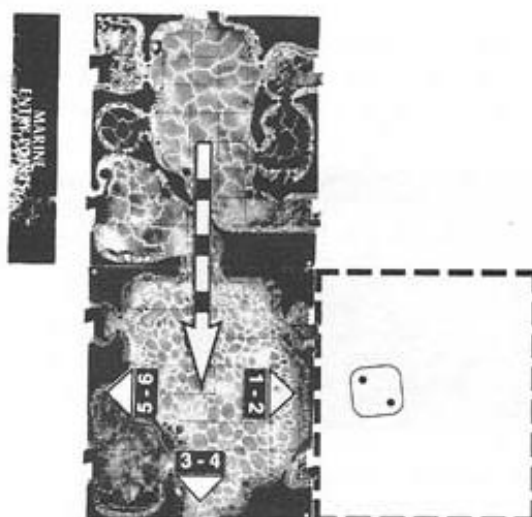
This entry area can be used.

This entry area is within 8 squares of a Scout and may not be used.

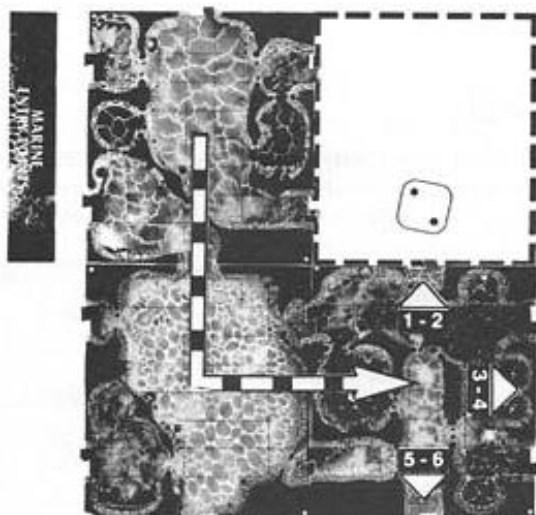
SET-UP DIAGRAM



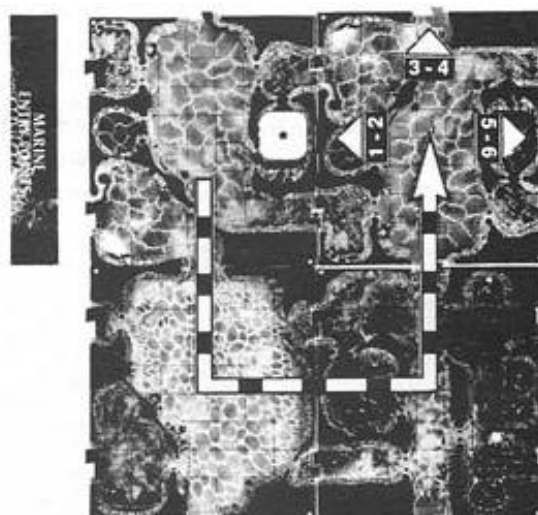
1: Place the first board and put the Marine Entry Area along one edge. A dice is rolled to see where the second board attached to the first. The dice roll was a 5, so the board is placed to the right.



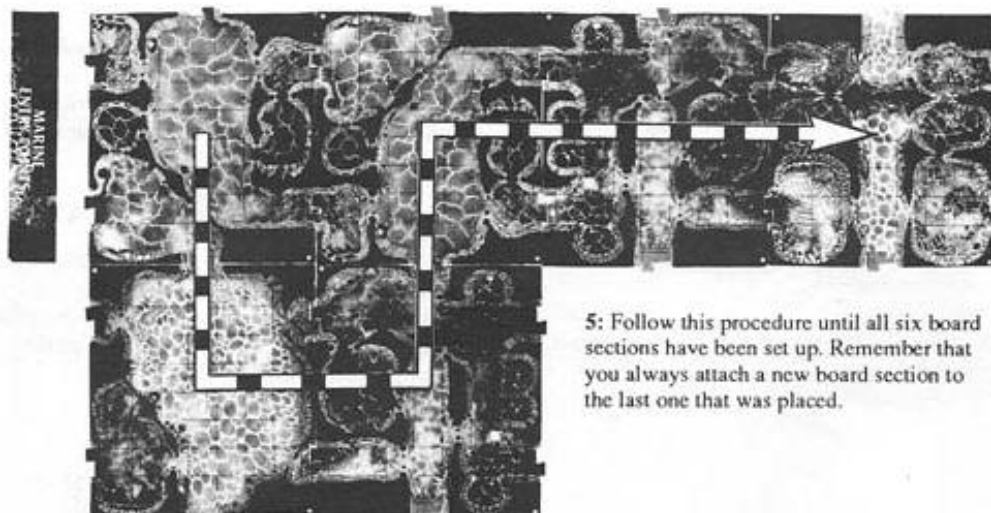
2: A dice is rolled to see where the third board is attached to the second board. The dice roll was a 2 so the board is placed to the left.



3: A dice is rolled to see where the forth board is attached to the third. The dice roll was a 2 so the board is placed to the left.



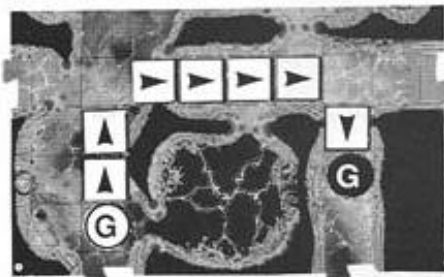
4: You must roll the dice again if there is no room to place a board because there is another in the way. the dice roll was a 1 so the dice must be rolled again.



5: Follow this procedure until all six board sections have been set up. Remember that you always attach a new board section to the last one that was placed.

MOVEMENT

You may move each of your models in your turn, either before or after it has made an attack. You can move a model into any adjacent empty square, including moving diagonally, sideways, backwards or forwards. The number of squares that you can move a model depends on its **move** value (see *Characteristics*, above).



The Genestealer has a move value of 8 and moves 8 squares.

A model can move through a square that contains a friendly model, but it may not end its move in that square. A model can't move into the same square as an enemy model. Nor can a model move into a square that contains a wall or an objective template. These are called **impassable squares**.

WALLS

It should be obvious which squares are walls. A few squares have a small amount of wall breaking into them, and these can be entered. A few wall squares actually contain a small amount of floor space but these clearly can't be entered. As a rough guide, if the centre of square is within the walls, you can't enter it.

OBJECTIVE TEMPLATES

Objective templates (for example, the Energy Cortex) completely fill the squares they cover. You can't move a model into a square covered by an objective template.

SPACE MARINE ENTRY POINT

The Space Marine entry point represents the area beyond the battle zone that has already been explored and captured by the Space Marines. Because of this, you can't shoot or throw grenades into or out of this section and neither players' models can move onto it.

ATTACKS

In Tyranid Attack a model may make either a **shooting attack** or a **hand-to-hand attack**. A model may make an attack either before or after it moves, but it may not make more than one attack per turn unless a card is played that allows it to do so.

SHOOTING ATTACKS

For a model to make a shooting attack, it must have **line of sight** to the target, and the target must be within the **range** of the weapon being used.

To check line of sight, place a ruler from the centre of the shooting model's square to the centre of the target model's square – this is the **line of sight** between the two models. If this line crosses a square containing another model, a wall, or an objective marker, the line of sight is blocked and you can't shoot at the target. Teleporter cysts don't block line of sight because they are openings in the floor of the hive ship.



Next check that the target is in **range**. Count the number of squares between the shooting model and the target. Include the square the target is standing on but don't count the square the shooting model is on. This is the range to the target. If it's greater than the weapon's range, you can't shoot the target.

If you've got a clear line of sight to a target within range you can shoot. All models use their fire value for shooting. This given in the model's characteristics (see the Force Lists) and is written as a number of dice. For example, 1D means one dice, and 3D means three dice. If the model's fire value is shown as a dash, it can't make this type of attack.

When you shoot, roll the number of dice shown. You don't add the dice together – each dice represents a potential hit. If any of the rolls is equal to or higher than the target's armour rating, you have hit the enemy model. If it only has one life point left it is killed and removed from the board.

It doesn't matter how many hits you score as one is enough to kill a target – the remainder are lost and can't be used against any other targets. It's simply the difference between hitting with a single well-aimed shot and riddling it with holes – both are equally effective at killing the target.

HAND-TO-HAND ATTACKS

Hand-to-hand attacks can only be made against a target in an adjacent square, including those that touch diagonally. You are never forced to make a hand-to-hand attack – you can simply ignore the enemy model, or make a shooting attack instead if you prefer.

The number of dice a model uses in hand-to-hand attacks is listed in its characteristics. For example, a Tyranid Warrior armed with a deathspitter has a hand-to-hand characteristic of 2D, which means it rolls two dice.

To make a hand-to-hand attack, the attacker and the defender roll their model's number of hand-to-hand combat dice. Each player picks their best dice roll, and the player with the highest dice roll wins the combat. Note that you don't add the dice together – it's only the best *single* dice roll that counts.

The model which has lost the combat loses one life point, which in most cases will be enough to kill it. Remove the dead model from the board. Note that the dice roll doesn't have to be higher than the target's armour rating, just higher than any of the dice the opponent rolled. In the case of a draw, both models are hit and lose a life point!

FOLLOW-UP ATTACKS

If one of your models wins a round of hand-to-hand combat, you may immediately make another hand-to-hand attack. This is called a **follow-up attack** and is an exception to the rule that a model may only attack once per turn.

You are only allowed to make follow-up attacks in your own turn. If one of your models wins a hand-to-hand combat in the opponent's turn it is not allowed to make a follow-up attack. The follow-up attack is a bonus attack, taken outside the normal turn sequence. If it is successful you may take another follow-up attack, and so on until either:

- A) There are no enemy models left in adjacent squares to your model
- B) You lose a hand-to-hand combat
- C) You decide not to take the follow-up attack even though there are targets available.

LIFE POINTS

In Tyranid Attack, every model has a number of life points, which show how hard it is to kill. Each successful attack made against a model reduces its number of life points by one. When a model has lost all its life points it has been killed and is removed from the board. Most models in Tyranid Attack only have one life point, and are killed immediately if an enemy model scores a hit against them.

A few very tough models, like the Scout Sergeant, have more than one life point, and these exceptions are noted in the Force List. When a successful hit is scored against a model with more than one life point, it is not killed, but loses a life point. When it has lost all its life points it has been killed and is removed from play just like any other dead model. To help you remember how many life points a model has lost use the counters that say 'wounded'. When a model loses a life point simply place a 'wounded' counter under its base to remind you how much damage it has suffered.

RECYCLING TYRANID MODELS

Killed Tyranid models can be recycled back into play, representing the huge numbers of Tyranids that are on board the ship. Whenever the Tyranid player is instructed to place models on the board, either as a result of an exploration card, as a reinforcement, or to defend an objective, he is allowed to choose freely from any of the models that he has available and that are not in play at the time. In the unlikely event that there are not enough Tyranid models because they are all on the map, he can't take any extra.



EXPLORATION

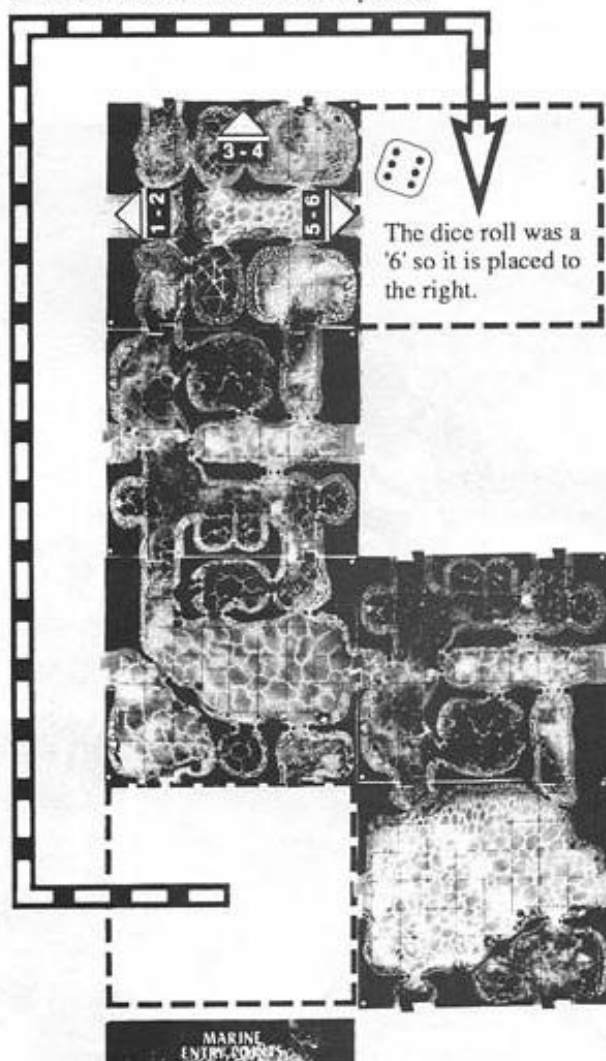
The Space Marines move through the hive ship trying to find a way to their objectives, following promising passages or pushing through small, slimy crevices that suddenly open out onto vast ribbed chambers. This exploration is a tense experience, fraught with terror and spine-chilling shocks as the full horror of the mucus-dripping, intestinal hive ship unfolds before them.

What the Space Marines find is represented by the exploration sequence. A Space Marine model triggers the exploration sequence when it moves onto an unexplored board for the first time. It is easy to tell which boards have not been explored yet because they will have an exploration card on them as a handy reminder.

THE EXPLORATION SEQUENCE

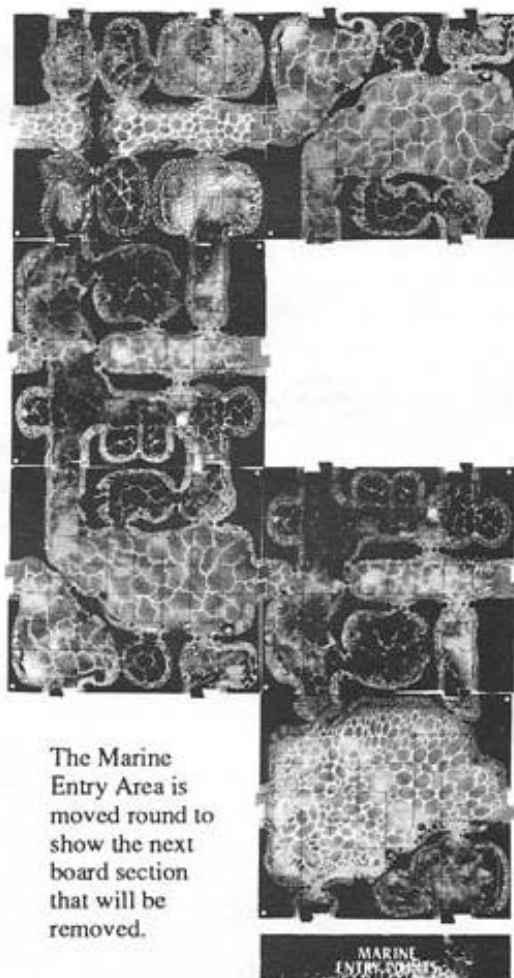
The exploration sequence must be carried out when a Space Marine model moves onto an unexplored board section for the first time. The Space Marine player finishes moving and/or attacking with the model that moved onto the board, then pause before he continues his turn while the exploration sequence shown below is carried out. Once the exploration sequence has been completed the Space Marine player may continue to move and/or fire with any models he has left.

The end board is picked up and placed at the front. A dice is rolled to see where it is placed.



EXPLORATION SEQUENCE

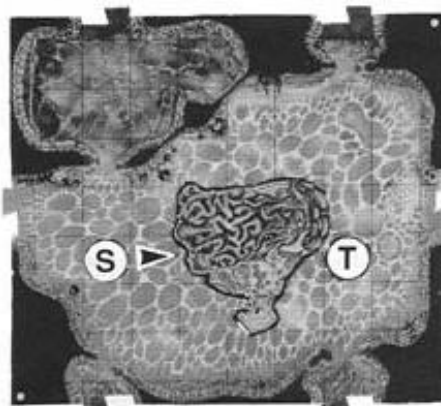
- 1 Remove the board that has the Space Marine entry area next to it. If there are any models on the board they are lost as Sphincters close cutting them off. Place the Space Marine entry area against the next board along, so that you will know which board to remove next.
- 2 The board you removed in step 1 now 'rolls' to the front to become the new board section. Roll a D6 to see where it goes: on a roll of 1-2 it goes to the left of the board being explored, on a roll of 3-4 it goes straight ahead, and on a roll of 5-6 it goes to the right.
- 3 Take an exploration card from the deck and, without looking at it, put it face down on the new board section.
- 4 The Space Marine player now checks to see if the new board is the one shown on his location tile. If it is, then the Tyranid player must place the appropriate objective template on the board, along with 1D6 Tyranid models. The location tile is then discarded and the Space Marine player may take the next one in the stack.
- 5 Finally, flip over the exploration card on the board with the Space Marine who triggered the exploration sequence and resolve its effects.



OBJECTIVES

At the start of the game the Space Marine player shuffles the location tiles and takes the top one from the deck. The location tile tells you where the next objective is located. The Space Marine player reveals the tile when the corresponding board section is placed during an exploration sequence, forcing the Tyranid player to set up the appropriate objective template.

Each objective template has a number which corresponds to the number shown on the board section. For example, the Dermal Sphincter is always found on board 1, the Sensory Cluster on board 2 and so on. If you look at the Objective Templates on page 21 you will see where each objective is found.



The Sensory Cluster blocks the line of sight, between the Scout and Tyranid.

The Tyranid player may place the template anywhere on the board section, as long as none of the template is placed across a wall. An objective template blocks movement and firing until it is destroyed, so it is a good idea to think carefully about where you put them in case you block your own movement and shooting!

DEFENDING MODELS

All objectives will be protected by one or more Tyranid models. To determine how many Tyranid defenders there are the Tyranid player rolls a dice and selects that many models from those available. The models may be placed anywhere on the new board section.

SPECIAL RULES

Each objective has a special rule that applies to it. For example, if you capture the Sensory Cluster, you are allowed to look at exploration cards when they are laid down. The rules that apply to each objective are fully explained on the quick reference sheet.

DESTROYING THE OBJECTIVE

You can shoot at objective templates using the same rules as for shooting at models. All objectives have an armour rating of 6.

You can attack objective markers in close combat. Because they're inanimate and can't defend themselves, these objects don't have close combat dice, so slightly different rules apply. Roll your usual number of hand-to-hand attack dice. Any score that equals or beats the object's armour rating destroys the object. If none of the dice hit, you've failed to destroy the object. As the object can't return the attack, there's no chance your model will be damaged.

EXPLORATION CARDS

After placing any objectives you must resolve the effects of the exploration card which is on the board section with the Space Marine model that triggered the exploration sequence. To do this you simply flip the card over and follow any instructions printed on it.

Artifact Counters

Some encounters allow the Space Marines to find ancient artifacts whose effects last for the remainder of the game. The combi-weapon card, for example, increases one model's fire value by 2 points. Any cards that have effects like this will also have a small number printed at the bottom of the card (the combi-weapon has the number '4'). When you find an artifact take the artifact counter with the same number and place it under the base of the model that triggered the exploration sequence to show he is carrying the artifact. Keep the encounter card in front of you to remind you what the artifact does.

Artifacts may be transferred from model to model. The models must be standing next to each other and both models must give up their attack for the turn in order to transfer the artifact. Simply move the counter under the new model to show that the artifact has been handed over.

If a model with an artifact is killed, the artifact counter is left in the square when the model is removed. Space Marine models may pick up the artifact instead of making an attack if they are in the same square as the counter. Tyranid models may not pick up or use artifact counters.

WINNING THE GAME

When an objective is destroyed the template is removed from the board and given to the Space Marine player. The Space Marine player wins the game when he has destroyed 4 objectives. The Tyranid player wins if there are no Space Marine models anywhere on the board at the end of a turn.



WEAPONS

The warriors of the 41st millennium are equipped with a dazzling array of weaponry, ranging from basic combat knives to highly-advanced laser and plasma weapons. This section describes the weapons carried by the Space Marines and Tyranids provided with the game, and any special rules that apply to them.

BOLTERS

The boltgun or bolter is a short, compact weapon that fires a hail of small missiles called bolts. Inside the bolt is an explosive charge which detonates once the target has been hit, blasting the enemy apart.



The bolter comes in a variety of different forms. The Scouts carry a **bolt pistol**, which is small and easy to use, but lacks the range of the larger **boltgun**. One member of each Scout squad carries a **heavy bolter**. Although this large, bulky weapon slows the Scout down, this doesn't matter too much as his job is to provide long range supporting fire for the rest of the squad. Terminators use a **storm bolter**, which has a higher rate of fire than a normal bolter, but is much heavier due to the extra ammunition that must be carried.

All bolters, whether they are bolt pistols, storm bolters or heavy bolters, may spread their shooting dice around amongst any targets that can be seen. For example, if a model with a bolt pistol could see two Tyranids you could fire both dice at one target or split the dice up to attack both targets.

CLOSE COMBAT WEAPONS

All Space Marines carry a **combat knife** to use as a last resort in hand-to-hand combat. These knives have mono-molecular edges which can cut through many types of metal and sever flesh and bone.

The **chainsword** has a powered chainsaw edge studded with mono-molecular teeth, and is carried by Scout Sergeants. It is capable of slicing through most solid material, including armour and flesh. Any model armed with a chainsword adds +1 to its dice roll in hand-to-hand combat.

Power weapons are surrounded by an energy field which disrupts any solid matter it touches. The **power glove** is a heavy gauntlet which can be used to punch through walls and armour, and to tear apart solid objects. Any model armed with a power glove may add +2 to its dice roll in hand-to-hand combat.

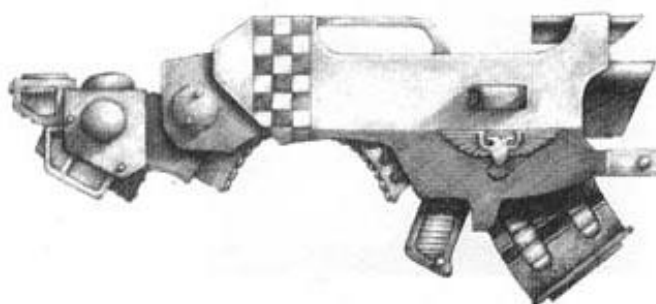
LIBRARIAN'S FORCE AXE

Terminator Space Marine Librarians carry a **force axe**, a carbon steel blade which incorporates a psi-matrix. A psi-matrix is a serpentine or interlaced pattern which concentrates psychic energy. Using the force axe a Terminator Librarian can magnify the power of his blows, shattering armour and pounding flesh with supernatural strength. However, psionic attacks are not predictable or reliable, so the strength of the attack is highly variable. Every time the Librarian makes a hand-to-hand attack, roll a dice and subtract 1 from the score to produce a result of between 0 to 5. This bonus is added to the Librarian's dice roll in the hand-to-hand attack.

HELLFIRE SHELLS

The heavy bolters of Space Marine Scouts are specially adapted to shoot hellfire shells as well as normal bolter shells.

Hellfire shells are well-suited to the Scouts' role as terror troops. They are made from a single hollow crystal filled with a mixture of caustic acids and deadly neuro-toxins. When a hellfire shell hits, it shatters with explosive force, throwing out slivers of crystal that cut through flesh, while its contents simultaneously burn and poison its victims.



A Space Marine Scout armed with a heavy bolter can choose to shoot either bolter shells or a hellfire shell – you must tell your opponent which sort of ammo is being fired before rolling to hit. Bolter fire is resolved using the shooting rules described above.

Hellfire shells are vicious weapons and automatically kill the target they are fired at, while any model (friend or foe) standing next to the target is killed on a roll of 4 or more. If the Space Marine player wants he may target the hellfire shell at an empty square in order to try and 'splatter' a target that is lurking round a corner.

Fortunately for the Tyranid player, the Space Marines only carry a limited number of these highly dangerous weapons. Every time that the Space Marine player makes an attack with a hellfire shell he must discard one of his hellfire shell counters. Once all three counters are used up the Space Marine player may no longer make any hellfire shell attacks.

HEAVY FLAMER

The heavy flamer is an area effect weapon and engulfs its target area in a fiery inferno reaching from floor to ceiling. The target of the flamer is attacked with two dice, and anything standing next to the target (friend or foe) is attacked with two dice as well.

MELTA-BOMBS

Melta-bombs are a special type of grenade with a magnetic-adhesive surface that allows them to be fixed to their target. The shaped charge of the melta-bomb explodes and channels all its energy against the target. They are designed as demolition charges and for blowing holes through bulkheads, but they can also be used against living targets.

Melta-bombs can be used by any Space Marine model instead of making a normal attack. The bomb is not thrown at the target but placed on it from an adjacent square. Anything attacked by a melta-bomb is automatically destroyed. Because of the shaped charge, a melta-bomb does not have an area effect and only affects the target square.

Like hellfire shells, the Space Marines only carry a limited number of melta-bombs. Every time the Space Marine player makes a melta-bomb attack he must hand in one of his melta bomb counters. Once both counters are used up the Space Marine player may no longer make any melta bomb attacks.

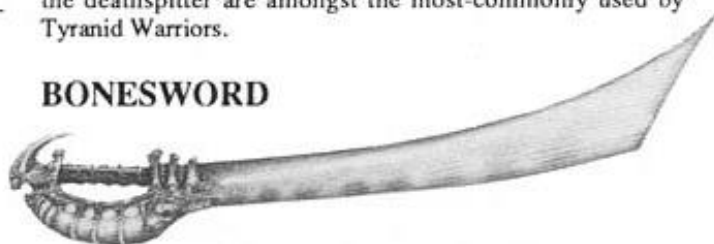
PLASMA GUN

The plasma gun fires energy shells of bright glowing plasma. When a plasma shell hits it releases tremendous heat and energy, destroying the target in a great explosion. The plasma gun only gets 1 dice when it makes an attack, but +2 is added to the dice roll to represent the searing energy of the attack. Though the plasma gun is highly effective, it requires a massive amount of energy to power it, and the weapon takes some time to recharge. If a plasma gun is fired it cannot be used in the following turn, and is only ready to fire again in the turn after next.

TYRANID BIO-WEAPONS

Like all their other bio-technological devices, Tyranid weapons are created by advanced genetic manipulation. Each weapon is made of a creature or group of parasitical creatures that have been bred specifically to act as weapons. There are many horrific Tyranid bio-weapons, but the bonesword and the deathspitter are amongst the most-commonly used by Tyranid Warriors.

BONESWORD



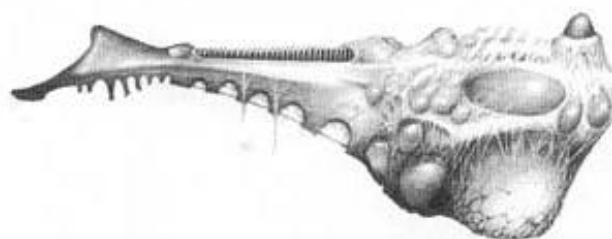
The blade of a bonesword is a massively-enlarged horn, sharply serrated along both edges. The blades grow slowly but continually and are even able to repair themselves over time. The hilt is the hard, chitinous exo-skeleton of the bio-construct. The creature's small brain is lodged within the hilt. It is incapable of independent thought but able to generate a powerful surge of psychic energy when stimulated by the wielder. The energy flows along the nerve tendrils embedded within the blade, causing a field effect rather like a Librarian's force axe.

A Tyranid Warrior can wield its pair of boneswords in a frenzied pattern that acts like a shield, deflecting enemy shots as they hit the energy fields surrounding the blades. This is why a Tyranid armed with these weapons has a higher armour value than a Tyranid armed with the deathspitter. In addition, the boneswords add +1 to the Tyranid's dice roll in hand to hand combat.

DEATHSPITTER

This horrid bio-weapon is in fact a living organism composed of many inter-active parts, all bred to perform specific tasks. The living creatures which form the ammunition are grown and nurtured in a brood chamber deep inside the innards of the deathspitter. When the gun is fired, a spider-jawed

creature drops a writhing piece of ammunition into the firing chamber. The caustic skin of the ammunition creature reacts violently with the walls of the firing chamber, causing it to be spat out of the gun with great force. The strength of the impact alone may be enough to slay an unarmoured target, but those who survive the initial hit can be poisoned by the creature's powerful metabolic acids.



The deathspitter has two attack dice: one to represent the force of the hit, and the second to represent the poison and acid. When the deathspitter's bio-projectile strikes a target, it bursts and sprays the area with caustic bile and mucus. To represent this, any models standing next to the target (friend or foe) are attacked with one dice each. The Tyranid player may target the deathspitter on an empty square in order to 'splatter' a target that is lurking round a corner.

TYRANID ACID-BLOBS

Acid-blobs are creatures created by the Tyranids to keep the interior of a hive ship clean and free of infection. The acid-blob secretes a unique and highly corrosive molecular acid. Tyranid creatures are immune to the effects of this acid, but anything else is quickly dissolved into a proto-plasmic gloop which is then absorbed by the acid-blob. Once the acid-blob has absorbed enough nutrition it will suddenly grow and split into two identical acid-blobs!

Acid-blobs can only be encountered as the result of an exploration card. The Tyranid player may not use them as reinforcements, or when he is placing models to protect an objective. Use the acid-blob counters provided in the game to represent these dangerous creatures.

The characteristics for acid-blobs are included in the Force List. An acid-blob can only attack in hand-to-hand combat. However, when it manages to do so, it always wins, killing its opponent without any dice having to be rolled. Any model killed in this way is removed from the board and replaced with a new acid-blob counter! The new acid-blob may not move or attack on the turn it is placed on the board.

EXPANDING THE GAME

Tyranid Attack is much more than just the game contained in this box – it's an open-ended system that's just a part of Games Workshop's world of hobby gaming.

If you want to know more about what we've got planned for the future, or learn something about our other games, take a look at White Dwarf or pop in to your local Games Workshop store – the staff there will be more than happy to talk to you about our games and Citadel Miniatures.

If you have any good ideas for expanding Tyranid Attack – for example new game rules, additions to the encounter tables, rules for miniatures we've not covered here and so on – feel free to add them to your games. Just make sure you get your opponent's agreement first.



You know what you must do, Borshak?" Inquisitor Kryptman asked sternly. The psyker nodded shakily.

"I-I must read this alien artifact and t-tell you what I find." Kryptman nodded. He mistrusted Borshak – like all empaths, the psyker was highly-strung but there was more to it than that. There was a weakness about the skinny youth that made Kryptman suspect that Borshak might be receptive to malign influences. He resolved to watch him closely.

They made their way down the cold stone corridor of the Talasa Prime base. The two black-robed security novices saluted Kryptman at the door. He answered their salute by punching his fist against his chest.

"Password?" asked one of the novices. Ordinarily Kryptman would have been unfazed by the need to give the code words. Even here in one of the most heavily-guarded citadels of the Inquisition he could understand the need for vigilance. However, he was nervous about the alien artifact and the circumstances it had been discovered in. Coupled with the reports of sector-wide unrest, it had set his nerves on edge. He wondered if the appearance of this strange creature was the harbinger of some new threat to the security of the Imperium.

"Opus Dei," he said testily. The cold-eyed novices stepped aside. Kryptman raised his ring and pointed at the doorseal.

"No barrier stands in the way of the truly faithful," he said. The red jewel set on his ring pulsed. The runes on the door flared to life and the door dissolved. Kryptman gestured for Borshak to proceed then followed him into the secure area. He knew then that they were safe in isolation. The secret of the dissolving doors was one of the Inquisition's most carefully-guarded secrets and he was one of the few men privy to it.

The artifact sat on a plinth in the centre of the room, the eerie blue aura of the stasis field glowing about it. They moved across to the dais and looked down upon it.

"I-it l-looks alive," muttered Borshak. He clawed at his shaven head with one dirty nail-bitten hand. "I-I d-don't like it."

"It doesn't matter whether you like it," said Kryptman. He understood Borshak's unease. The fleshy, pulpy appearance of the thing set his stomach turning. During his own novitiate he had studied torture techniques. The appearance of the thing reminded him far too much of an arm from which the flesh had been flayed to reveal muscle. "Just read it."

"Y-you say that this was taken from the wreckage of the freighter *H-hammer of F-foes*?" Borshak asked.

"Yes, it was stored in stasis." This was more like it. The psyker had begun to collect information in order to facilitate his reading.

"And that there w-was n-no crewmen on board."

"No living crewmen. Many of the escape pods were fired. They have yet to be found. About three of the crew have still to be accounted for. We found the bodies of the others. They had been killed with something that appeared to be organic material. Eaten right through as if by a combination of acid and giant worms. The ship had been decompressed. We found the body of its Astropath floating near the stasis chamber. He had died of oxygen starvation. The artifact was in the chamber."

Borshak took a deep breath. His lined face looked even more worried and careworn than usual. He peeled off his gloves resignedly. "I-I'm ready," he said.

Kryptman intoned the litany. The stasis field deactivated. For a long tense moment they waited. At first nothing seemed to happen and they relaxed slightly. Kryptman checked the readings on the brass-rimmed screen of the wall monitor. The techpriests had been correct, no biological contamination. So far, so good.

He became aware that Borshak was looking at him. He nodded. The psyker proceeded; a grimace of distaste passed over his face as he touched the mucus-coated *thing*. He pulled his hand back. A thin film of slime glistened on his skin. "Urgh," he said.

"Get on with it."

With a slight shudder he grasped the thing once more. He closed his eyes and took a deep breath, settling down into the trance state needed for psychic

receptivity. A faint nimbus of light played around the eye symbol tattooed on his forehead. When he spoke his voice seemed deeper and more confident.

"I-it is alive," he said calmly.

"Sentient?" asked Kryptman.

"B-barely. I'm receiving conflicting impressions of the thing. I've just barely made contact. I-it's so – alien. It's like trying to read the mind of a s-spider."

"Try for a deeper reading." Borshak nodded. His breathing slowed. If Kryptman had not known better he would have said Borshak was asleep. He noticed a small tic had appeared far back in the psyker's jaw.

"I-it's alive and part of it h-hates. I-it's so fierce. N-no. One of them is so fierce. It lives to bite and chew and spit, it chews up the other part, the little part and makes it into sh-shrapnel. Th-there's three of them. One bites, one guides and o-one – and one dies."

"One dies?"

"Y-yes, one lives to die. I-it's odd. The small one is many. It lives to die. It is chewed up and turned into projectiles and it i-infects the target."

"Speak sense, man." Borshak had started to sweat. The strain of contact with the alien thing was starting to tell.

"I-it's a weapon a-and i-it's alive. The bullets are alive. The firing mechanism is a-alive and the gun's alive. I-it's a kind of symbiotic organism I-like the martian tree-crab. I-it's alive and we – it hates you – us"

Kryptman's mind reeled. A living weapon? A living rifle? He tried to think of how such a creature might evolve? It was madness – weapons were designed not born.

"Try psychometry – find out what happened on the *Hammer*."

"We are picked up by the sensitive one, the one who speaks at distance. He senses our hate and he responds. At first he is curious then he grows to know and love us. He is united with us. He senses our bloodlove and we hunt – we hunt the meat-things, the enemies of our makers. He knows our need to plant our seed within them. He knows we hunger to spurt forth the little hungry ones who eat the meat. He carries us and we seek our prey through the red dark of the long-long corridors."

Kryptman noticed how agitated Borshak had become. The gun had started to throb in his hand. The fleshy muscular sacs pulsing like the valves of a great exposed

heart. He sensed that something was wrong.

"Put the thing down, man. It's doing something to your mind."

"We h-hunted the meat-things, to lay the young-eggs within their flesh. Again and again we send them forth, pleasure bursting through us mixed with the pain as we send the little eaters on their way. Fire them out to bore through the meat."

Borshak swivelled the huge gun to bear on him. Kryptman threw himself to one side. The thing in Borshak's hands spasmed. There was a terrible tearing grinding sound. Kryptman remembered what Borshak had said about the grubs being chewed up and spat out. There was a sound like a man vomiting. A burst of mucus sprayed out. Something hard cracked on the wall behind him. A stink, as of excrement mixed with bile, filled the air.

"Yes-yes we hunt the meat-things – but they flee into the great dark and they trap the ship – soon it is hard to breathe but the meat-thing, our carrier, our partner, places us in stasis so we might live. Now we have new partner. Groupmind complete."

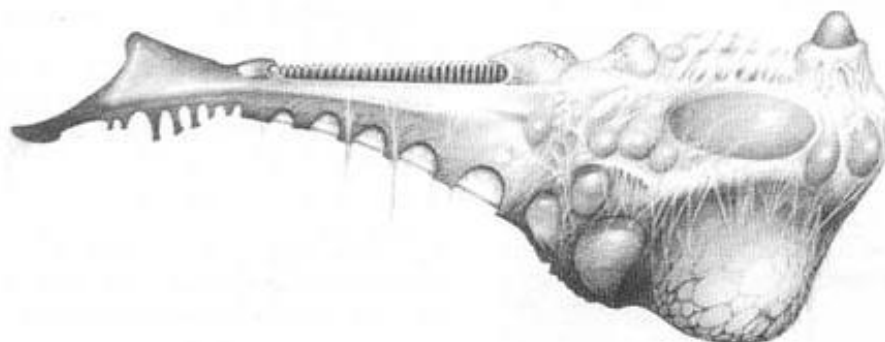
Kryptman rolled behind the dais, drawing his pistol. The grinding sound continued. A burst of shrapnel tore into the dais. Steam rose from the stone where the acidic mucus eroded rock.

Kryptman leapt up and blasted. The bolt flew straight and true into Borshak's chest. His rib-cage exploded. What was revealed within reminded Kryptman oddly of the weapon falling from the psyker's dead hands. He fought to control the urge to pump bolter-shells into it.

It lay there dormant. Borshak's mouth continued to open like a fish's would when out of water. The Inquisitor understood now what had happened on the *Hammer*. The ship's astropath had melded with the weapon and hunted the unarmed crew. They had fled in the escape pods, after decompressing the ship. Rather than let the weapon die, the astropath had put it in stasis and suffocated himself. That question answered, Kryptman could hand the artifact over to the techpriests for dissection.

There were still other questions that needed answers though: who had made the gun, where had it come from, were there any more?

Kryptman had a premonition that he and the whole Imperium would soon need to know the answers.



TYRANID ATTACK

In the 41st Millennium, the Imperium of man encompasses almost the entire galaxy, a glittering circle of stars ninety thousand light years from rim to rim. For the last ten thousand years the Imperium has been ruled by the Emperor. Though his withered, useless body has to be maintained by a complex life-support machine, the Emperor's spirit and intellect are strong. Guided by his wisdom and aided by his tremendous psychic powers, the Emperor tirelessly protects mankind and guides them towards their ultimate destiny.

Despite the strength of the Emperor, the human race remains under constant threat from the many hostile aliens that seek to destroy or enslave them. From necessity, the Imperium maintains a large number of armed forces, foremost among which are the Space Marines, the finest warriors mankind has ever produced. With their bio-adapted bodies, and superior training and equipment, the Space Marines form the first line of defence against the many enemies of mankind.



Two hundred and fifty years ago, mankind encountered the Tyranids for the first time when hive fleet Behemoth appeared on the west of the galaxy. The hive fleet ravaged the western rim and only a final assault by three full chapters of Space Marines supported by the battlecruisers of the Imperial Navy stopped the fleet from reaching the Imperial homeworlds. Now the Tyranids have returned in greater numbers than ever before – hive fleet Kraken has arrived.

Only the vaguest details of the fighting have reached the Imperium. Millions of human warriors have died. Entire chapters of Space Marines have vanished without trace leaving no clue of their fate. The Lamenters chapter is presumed to have been destroyed and the Scythes of the Emperor chapter has been reduced to a few scattered remnants.

But these human warriors have not died in vain. During the fiercest fighting Space Marine spacecraft engaged ships of the Tyranid fleet. Boarding parties entered the immense alien craft, gathering vital information about the Tyranids and successfully destroying untold thousands of aliens. The

information gained by these brave Space Marines is essential if the Tyranids are to be driven back.

The Tyranids are utterly alien. They possess a shared hive consciousness which communicates the knowledge and decisions of the hive to each of its members. Unlike man, the Tyranids do not build their tools and weapons from metal and minerals but use sophisticated genetic engineering to create their needs. Their tools, weapons, and even their spaceships are living creatures, bred and grown to be supremely specialised and every bit as efficient and functional as the dead technology of man.

The Tyranids are inimical to every life form in the galaxy, and no bargain or treaty can be made with them. They see other life forms only as a source of raw genetic material to be gathered up and processed for their own horrid purposes. The identity and culture of a race, and the consciousnesses of its people mean nothing to the Tyranids. They treat every lifeform they find with the same respect a human being accords to rocks and stones.

Another of the Tyranids' bio-engineered races, the Genestealers, play a more subtle role in the Tyranid invasion. Genestealers are dispersed on space hulks, and sent ahead of the hive fleet to seed discord on the worlds in the fleet's path. Genestealers breed with the races they encounter, producing hybrid offspring. As the Genestealer seed is passed on from generation to generation, the hybrids and their kin form into fanatical cults, pledged to serve their Patriarch, the original infecting Genestealer.

Genestealer Patriarchs are powerful psykers, and emanate a strong signal into the warp. As cults grow in power and their Patriarchs grows in status, they begin to act as beacons to the hive fleet. When a signal is strong enough, the Tyranids follow the beacon to its source. As the fleet approaches, the cults are spurred into rebellion against the planet's rulers. If the uprising is successful, the cultists will already have assumed power by the time the fleet arrives. If not, they will still have thrown the world into turmoil, making it an easier target for the invading Tyranids.

The Kraken hive fleet is immeasurably vast, containing millions of ships that stretch across an invasion front of thousands of light years. As the fleet enters the galaxy, scores of star systems are encompassed, and hundreds of planets consumed by war. Entire worlds are stripped bare of life, sacrificed to the voracious appetite of the fleet. Others are farmed for precious and unique genestocks or used by the conquerors for genetic experimentation.

A time of darkness is approaching, a time when the fortitude of the Imperium will be tested to the full. Not since the terrible wars of the Horus Heresy has there been such a grave threat to the existence of the Imperium. The information gathered about the Tyranids by the Space Marines could be vital to the very survival of mankind.

THE SPACE MARINES

The Space Marines are humanity's finest warriors and the Imperium's first line of defence against any attack. They can respond quickly to any threat, using their own spacecraft to carry them straight to the battle zone.

The Space Marines are divided into many separate chapters. Each chapter is an independent fighting force with its own distinctive uniforms and traditions. The various chapters are based throughout the Imperium so that wherever danger threatens there will be Space Marines nearby to deal with it.

The number of Space Marines in each chapter varies but most are relatively small with only a thousand or so fighting troops. Even though a chapter has a small number of troops, it is an extremely potent fighting force which includes armoured vehicles, powerful support weapons and spacecraft capable of fighting battles in space. The Space Marines are masters of all kinds of combat, but are especially good at fast strikes, lightning raids and boarding actions.



All Space Marines other than Scouts and Terminators wear power armour which completely covers their bodies in a protective shell made up from resilient plates. This armour contains servo-motors which enable the wearer to move about quickly despite the armour's bulk and weight. Most Space Marines are armed with bolt guns which shoot powerful explosive missiles, although a Space Marine squad may also include heavy weapons to provide supporting fire.

Although Space Marines are recruited from normal humans, they are bio-enhanced to make them far tougher, faster and stronger than any ordinary person.

By implanting hormone-releasing organs into a Space Marine's body his muscles are encouraged to grow and develop beyond normal human limits. Other implants expand his skeleton, providing a strong frame for his new body. Among other changes, this causes a Space Marine's ribs to thicken and join together, forming a solid bony mass which acts like natural armour. Thanks to transplanted lungs, Space Marines can also breathe noxious gases and can survive in environments which would kill an ordinary man. They can also see better, hear better and eat food which would poison anyone else. Because of these and other modifications the Space Marine is the ultimate human warrior.

SPACE MARINE SCOUTS

When Space Marine recruits receive their surgical implants, they also undergo conventional training, hypnotic tutoring and instruction in tactics and weapon handling. When the Space Marine is ready he is inducted into his chapter's Scout

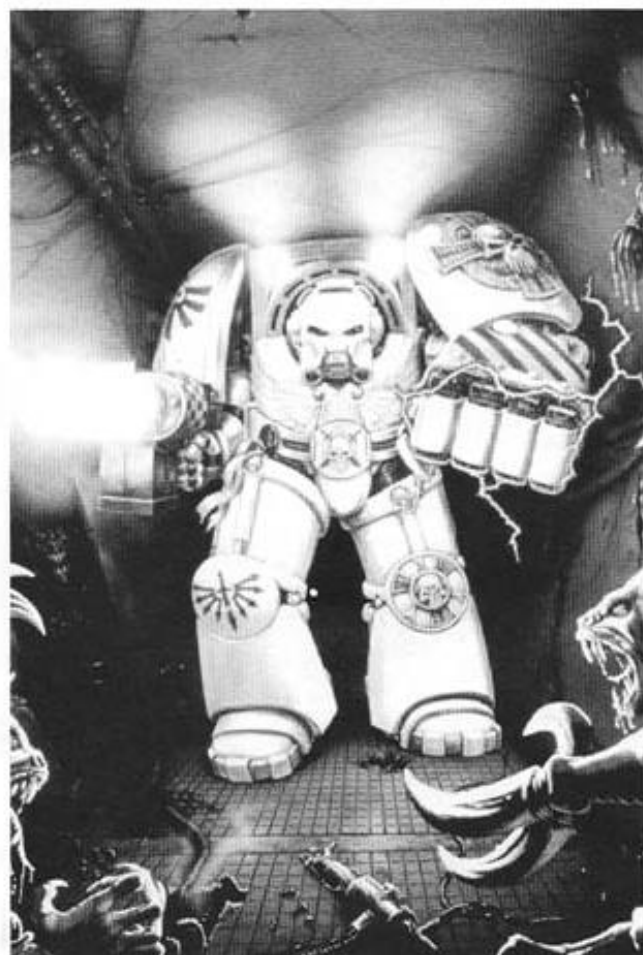
Company. The Scouts specialise in dangerous reconnaissance missions and infiltration of enemy lines. They usually fight ahead of the main line of advance right at the forefront of battle, causing consternation among the enemy forces by launching surprise attacks.

Space Marine Scouts are fast and mobile, wearing lighter armour than ordinary Space Marines and being less heavily armed. They are led by veteran Space Marines whose battlefield experience and bravery serve as examples of proper Space Marine conduct. A Space Marine Scout can only leave the Scout Company and become a full Space Marine warrior once his commander is satisfied that he has earned his place beside his Battle Brothers in the chapter's ranks.

SPACE MARINE TERMINATORS

The bravest and most experienced Marines of a Space Marine chapter are formed into its **Terminator Company**. The troops of this company are specially equipped with the rare but very powerful Terminator armour, which is vastly superior to normal power armour.

Terminator Space Marines are only sent into battle where they are most needed, because every chapter has only a few of these elite troops and they are far too precious to waste. Because their armour is much more bulky than normal Space Marine armour, Terminators move relatively slowly, which makes it all the more important that they are committed in the right place at the right time.



THE TYRANIDS

The Tyranids travel through space in a hive fleet consisting of a great dark swarm of many millions of individual spacecraft. Each spacecraft is a gigantic living creature fashioned from organic tissue by means of sophisticated genetic manipulation. The journey across the void takes eons and during that time the Tyranids slumber in a state of frozen hibernation. As the edge of the hive fleet approaches the Imperium the spacecraft stir from sleep and their inhabitants slowly begin to thaw and recall the age-old purpose of their kind.

Tyranids have six limbs and stand twice the height of a man. Their bodies are protected by a tough natural armour formed from overlapping bony plates. The pores between these plates exude a colourless slime which oozes over their bodies and drips from their talons. This slime lubricates the inflexible bony plates and prevents friction from gradually wearing away their surfaces.

A Warrior Tyranid is a supremely sophisticated and intelligent killer. Bred and designed expressly for war, it will kill with ruthless efficiency. Not kill for anger, passion or to defend its beliefs but simply because killing is its nature, its sole purpose.

All Tyranid technology is based upon biological engineering and even the most simple functions are performed by genetically tailored bio-constructs. The Tyranid spacecraft are living creatures, and even individual components such as sphincter doors, food hatcheries and teleportation cysts are also highly modified living things. Even the most simple Tyranid devices are made from living tissue.

Tyranids also use genetic-manipulation to create artificial races of servant creatures from captives. There are many hundreds of these races, amongst them the destructive Genestealers, the ponderous Zoats, and the murderous Hunter-Slayers. Although these awesome creatures may look improbable and horrific to human eyes, they are all designed to fulfil some specific role in Tyranid society.

THE TYRANID HIVE MIND

The Tyranid hive mind is a single co-ordinating will that directs the entire hive fleet. The hive mind is formed from untold billions of individual consciousnesses, each of which is a Tyranid or some other living creature in the hive fleet. Some of these minds are capable of individual rational thought, some are capable of making only limited decisions, and others are mere automatons whose minds perform only basic motor functions. The extent of a creature's ability to act and think freely varies and depends upon its role in the hive fleet.

TYRANID STARSHIPS

Tyranid starships are great living leviathans swimming through the hidden currents of space. Between solar systems, they dive into the warp, surfacing once again in realspace to feed. They consume the cosmic detritus, the comets and asteroids left by the creation of solar systems.

As a ship moves slowly through the depths of space, the Tyranids hibernate. In the smaller starships, hibernating Tyranids are gathered in small chambers, contained within pods that feed them vital nutrients. In the largest ships there are great halls packed with hibernating Tyranids – in their hundreds and thousands they pass the long years of travel in a dreamless sleep. The only creatures moving around the miles of passages and tubes within a ship are the countless bio-constructs that perform the mindless, repetitive duties necessary to keep the ship healthy.

When a starship approaches a star system, the Tyranids begin to wake. The chemistry of the hive ship changes and new hormones are circulated, bringing the Tyranids back from their long sleep. As the ship moves through the outer edges of a star system, the hive mind prepares for war.

It is at this point in its journey that the Tyranid ship is most vulnerable. Tyranid Warriors are just beginning to awaken but the ship is as yet lightly defended. A lightning assault can punch its way through the weak defences to sabotage the ship's vital organs. If the ship dies, so does its cargo of Tyranid Warriors and bio-constructs. Those still in hibernation never wake up as the supply of life-sustaining fluids dries up. Those who are awake and survive the attack are doomed to drift on the dying spaceship as it floats out into the cold of interstellar space.

The Tyranid Attack board recreates the winding organic passages inside a Tyranid ship. The floors of the ship are soft and pitted. In some places they are ridged or split by deep crevices, in others, anything up to a foot of thick soupy fluid sluggishly flows along passages or pools in small chambers, bubbling as noxious fumes escape.

Scuttling and slithering through the passages are many of the lesser Tyranid bio-constructs, creatures that are necessary to the functioning of the ship. Some eat away unwanted growths



or repair damaged sections by covering the area with their own secretions. Others browse off fungi or drink from foetid pools and with their strange metabolisms convert what they consume into nutrients or proteins required by less mobile bio-constructs.

In many parts of the ship, large cysts grow from the floor. These are the openings to the Tyranids' teleporter system. Tyranids do not use a mechanical teleport system like the Imperium, but travel by means of the Teleporter Worm, a bio-construct that has the main part of its body in the warp and only the ends of its many hollow feelers in realspace. The Tyranids can direct their movement through the Worm's body in the warp to reappear at another point in the hive ship. Strange alien artifacts and creatures long-dead enclosed in armour of unknown materials are occasionally found near teleporter cysts.

GENESTEALERS

The Genestealer is one of the most deadly of all the Tyranid bio-construct creatures. It is very likely that they were created from the genetic structure of the Tyranids themselves, or a very closely related species. Like Tyranids, Genestealers have six limbs, including ferocious, taloned mid-limbs which are used to tear enemies apart in hand-to-hand fighting. Genestealers are the shock and infiltration troops of the Tyranids. They are fast and deadly but they can also hide in alien societies for years, interbreeding with the native creatures and producing generations of Hybrid Genestealer creatures ready to join a full-scale invasion.

Although it seems unlikely that a creature so terrifying as a Genestealer could hide in human society, they achieve this by implanting their genetic structure inside humans. This genetic material is passed down to the offspring of the infected humans, creating a generation which includes monstrous Genestealer Hybrids as well as seemingly normal children. The Hybrids are genetic time bombs whose own descendants will eventually become fully-developed Purestrain Genestealers.

The effect is quite horrifying – suddenly for no apparent reason monstrous Genestealers start to appear all over the world, destroying and enslaving humans in preparation for the arrival of the Tyranid hive fleet. Mature Genestealers called Patriarchs act as psychic beacons which attract the Tyranid hive fleets, signalling that their world is ready for invasion. Genestealers are also ideal warrior-guardians, so the spacecraft of the hive fleet contain many of these creatures to defend against invaders.

HUNTER-SLAYERS

Of all the Tyranid bio-constructs, the Hunter-Slayer most closely resembles the Tyranid Warriors. Being only two metres tall they are smaller than Tyranids, but the Hunter-Slayers are still incredibly fast and ferocious creatures.

Hunter-Slayers move quickly through the small arterial tubeways in the hive ships, exploiting their size and speed by wriggling through narrow ventricles and soft constricted passages. Their role is to protect the hive ships from intruders, moving through the craft in search of their foes. When enemies are discovered, whole swarms of Hunter-Slayers burst from the narrow orifices and vents in the tunnel walls, dropping on their foes from above and wreaking havoc with their sharp talons and deadly bio-weapons.



Given the similarity between Hunter-Slayers and Tyranids, it is likely that the Hunter-Slayers are a very ancient kind of bio-construct developed from Tyranids' genes, possibly as a sort of fast attack warrior.

ZOATS

Zoats are probably a very ancient strain of bio-construct because they share the same six-limbed structure as Tyranids and Genestealers. It is quite likely that this sextupedal form is derived from the native creatures of the lost Tyranid homeworld in whatever remote galaxy they originally came from. Zoats are robust creatures with thick powerful limbs. Only their upper arms are used to hold or carry things. The lower two pairs are used for movement and have horny toes rather like a rhino.

Zoats have been specially developed to communicate with alien creatures. Their minds are capable of tremendous leaps of logic and they are able to master new languages with astonishing speed. This enables Zoats to act as ambassadors to races taken over by the Tyranids and it also enables the Tyranids to find out about the races they have conquered. No matter how strange or mentally incompatible a race might be, the Zoats can learn how they think and act, and assess their value to the Tyranids.

Zoats are also tremendously strong and have thick horny skins. When they unleash their warrior skills they can destroy many times their own number of humans or other races, a feat which may serve to impress upon the defeated creatures just how superior the Tyranids are.

MIND SLAVES

In its larval stage the parasitic Mind-Slaver feeds upon the Tyranid's captives. It burrows into the victim's skull and searches out the brain stem. Here it clasps in place with its legs and attaches itself to the base of the brain.

At first the immature creature is not powerful enough to influence its host but, as it feeds from the blood stream, it becomes stronger, allowing it to take over and direct all of the creature's higher brain functions. These victims are known as **mind slaves**. Although they're captives, their actions and thoughts are completely controlled by the Tyranids.

If the ship is attacked, the mind slaves will be amongst the first to move to its defence. As the Space Marines move through the spacecraft they may meet mind slaves controlled by the Tyranids and will recognise many of the creatures of the Warhammer 40,000 universe including Chaos Space Marines, Imperial Guard, Orks and Eldar.

ORKS & GRETCHIN

Humans share the galaxy with many alien creatures, some of which are peaceful and cooperative but most of which are implacable enemies who would like to see the Imperium destroyed and humanity robbed of its power. The Orks are amongst the most powerful of these enemies. Orks are large, green-skinned humanoid creatures with powerful limbs and heavy-jawed heads. Although they might look brutal and stupid, in fact they are highly evolved and a very successful race.



Many Ork-controlled worlds have already been taken over by the advancing Tyranid hive fleet. Of course, the Orks have fought back, destroying many Tyranids and Tyranid ships thanks to their reckless bravery. Some Orks are still at large amongst the Tyranid ships, hunting the tube-like corridors and organic chambers for Tyranids and their bio-construct creatures. Others have become mind slaves of the Tyranids.

Gretchin are the small servant race of the Orks. They look very much like Orks except that they are shorter and thinner and much less strong – they're probably a bit smarter too! Gretchin always tag along to battles with their Ork boss, proudly cheering him on and leaping forward valiantly to defend him if the fighting gets particularly fierce.

CHAOS SPACE MARINES AND ANDROIDS

During the dark days of the Horus Heresy many previously loyal Space Marine chapters rebelled against the Imperium. The rebel forces led by Warmaster Horus attacked Earth and only the personal intervention of the Emperor himself saved the planet from destruction. Although a mighty warrior and a valiant hero, Horus had been taken over by the daemonic forces of Chaos. Horus believed he was acting of his own volition, but in fact he had become a tool of the Powers of Chaos which live in warp space. Before anyone realised what had happened, Chaos had taken over half the Space Marine chapters. These Chaos Space Marines were driven away after the Emperor slew Horus in single combat, and many fled into remote parts of the Galaxy.

However, even today there are scattered remnants of these forces, some wandering through the warp in their spacecraft, others ruling remote planets away from the influence of the Imperium. The Tyranids have encountered and destroyed several Chaos Space Marine spacecraft, but remnants of Chaos Space Marine forces are still fighting inside some of the Tyranid ships. Others have become Tyranid mind slaves.

Chaos Androids are robot fighting machines whose servo-mechanisms are actually possessed by a Chaos Daemon. The daemon controls the android body enabling it to move and fight as if it were a living creature.

CHAOS DREADNOUGHT

The Dreadnought is a fearsome war machine, developed by the followers of Chaos. It is an armoured fighting suit controlled by a pilot encased deep inside the heavily protected chest section. The Dreadnought's operator can control all of the Dreadnought's functions, including moving its arms and legs and firing its powerful array of weapons.

The Chaos Dreadnought is an adversary to be feared and respected. It counts as **three** models against the number of models the Tyranid may take, rather than just one. For example, if the Tyranid player was allowed to place 4 models on the board he could take the Dreadnought and 1 other model. Note that this means that the Tyranid player may **not** take the Dreadnought when he is only allowed to place 1 or 2 models on the board.

Although the Dreadnought is very large, you place it on the board so that it is centred on a single square. This square is the one used for movement, line of sight to and from the model and so forth.

The Dreadnought starts the game with bolters mounted on its body and two heavy weapons. Before placing it on the board the Tyranid player must decide which heavy weapons he will use and clip these onto the Dreadnought model. When a Dreadnought fires it may fire all three of its weapons. The weapons are fired one at a time. It may fire more than one weapon at the same target or may choose to fire each weapon at a different target.

The Dreadnought has three life points. When it loses its first life point the Tyranid player must remove one of its heavy weapons. The second heavy weapon is removed when it loses another life point. It continues to roll its full number of dice for hand-to-hand combat, even when damaged. It is removed from the board when it loses its third life point.

OBJECTIVE TEMPLATES

DERMAL SPHINCTER

The Dermal Sphincter is a large muscled valve used to evacuate the waste from the hive ship into space. If the Space Marines capture the sphincter they may use it to bring on vital supplies and reinforcements from their space ship. If the Space Marine player destroys the Dermal Sphincter he may be able to receive reinforcements if the Imperial Mothership is in position to deliver them.



Special Rules

If the Space Marine player destroys the Sphincter, roll a D6, and on a roll of 4 or more he may replace 1D6 of the Scout models he has lost so far in the game. The replacements must be placed on squares that were occupied by the sphincter, and are not allowed to move or shoot on the turn they enter the board.

LOCATION TILE 1

SENSORY CLUSTER

The Sensory Cluster co-ordinates many of the hive ship's functions, monitoring the ship's organs and stimulating them into action when needed. If the Space Marines destroy this objective, they can tap into the energy flows around the ship and gain some idea of Tyranid movements and what awaits them as they explore the ship.



Special Rules

If the Space Marine player manages to destroy the Sensory Cluster he may be allowed to look at exploration cards. The Space Marine player rolls a D6 as each new exploration card is taken. If he scores 4 or more he may examine the card before it is placed on the map.

LOCATION TILE 2

RESPIRATORY VENT

The Respiratory Vent cleanses the hive ship's atmosphere of impurities by drawing the air through itself and extracting many of the poisonous chemicals. It stores these in sacs that are milked by small beetle like creatures which in turn move around the ship and are consumed by the bio-mechanisms that require the chemicals to function.



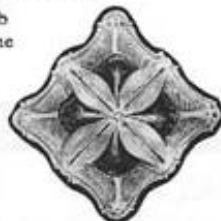
Special Rules

This board section is filled with a cloud of gas that restricts vision to a foot or two at best. Any model on the same board as the Respiratory Vent can only be attacked by models standing in an adjacent square. Once the vent is destroyed visibility on this board returns to normal.

LOCATION TILE 3

TELEPORTER NEXUS

The Teleporter Nexus is the controlling hub of the hive ship's teleporter system. Like the smaller cysts spread through the ship, its orifices are extensions in realspace of the teleporter worm, a Tyranid bio-construct that has most of its body within the warp. The Nexus is a very sensitive organ, and damaging it causes the teleporter worm to close off all its cysts as the shock sets in. The worm pulls back its tentacles into the safety of the warp, leaving the cysts as decaying cancerous growths in the floor of the hive ship.



Special Rules

If the Nexus is destroyed the Tyranid player may no longer use Teleporter cysts to enter reinforcements.

LOCATION TILE 4

HIVE MIND SYNAPSE

The Hive Mind Synapse is a vital organ that connects the consciousness of the hive ship with all the other Tyranid hive minds. Using the Synapse the hive ship is able to think as one with the many millions of ships of the hive fleet. The powerful emanations of the Hive Mind Synapse also allow the hive mind to exchange information and instructions with all the Tyranids and bio-constructs on the ship. The ability of the Tyranids to react to new threats is greatly diminished if the Synapse is damaged or destroyed.



Special Rules

If the Hive Mind Synapse is destroyed the Tyranid only gets reinforcements on a roll of 6.

LOCATION TILE 5

ENERGY CORTEX

The Energy Cortex is a multi-chambered pump that circulates vital fluids around the hive ship. The Energy Cortex produces a deep throbbing sound as it pumps the viscous fluids around its muscular tubes. The sound is so powerful and penetrating that it can cause disorientation, nausea and blackouts in those near to it.



Special Rules

If a Space Marine is within 6 squares of the Energy Cortex at the start of the Marine turn, roll a D6. On a score of 1 the Space Marine passes out - place the model on its side to show this. The Space Marine remains down until the cortex is destroyed. While prone he does not block the line of sight. He will be killed if attacked in hand to hand combat by a Tyranid model.

LOCATION TILE 6

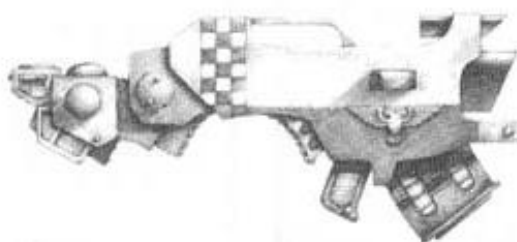
TYRANID ATTACK FORCE LIST

IMPERIAL MODELS

Name	Move	Armour	Weapons	Range	Fire	Hand to Hand	Notes
Scout Sergeant	8	4	Bolt Pistol & Chainsword	12	2D	2D (+1)	The Chainsword adds +1 to the Sergeant's dice roll in hand-to-hand combat. The Scout Sergeant has 2 life points.
Scout	8	4	Bolt Pistol & Knife	12	2D	2D	None
Heavy Weapon Scout	6	4	Heavy Bolter & Knife	48	4D	1D	The Heavy Bolter may be used to fire Hellfire Shells (see the rulebook for details).
Terminator	4	6	Storm Bolter & Power Glove	24	3D	1D (+2)	The Terminator's Power Glove adds +2 to his dice roll in hand-to-hand combat.
		or	Heavy Flamer & Power Glove	6	2D	1D (+2)	The Flamer is an area effect weapon, and attacks any models adjacent to the target with 2 dice each. The Terminator's Power Glove adds +2 to his dice roll in hand-to-hand combat.
Terminator Librarian	4	6	Storm Bolter & Force Axe	24	3D	1D (+7)	The Librarian's psionic powers add to his score in hand-to-hand combat. To find out how many points are added roll a dice and subtract 1 from the score. The result is added to the Librarian's hand-to-hand combat score.

TYRANID MODELS

Name	Move	Armour	Weapons	Range	Fire	Hand to Hand	Notes
Acid-Blob (counter)	2	6	Acid Attack	-	-	Special	The acid-blob always wins if it attacks in hand-to-hand combat, converting the victim into a new acid-blob. Remove the opponent and replace them with an acid-blob counter.
Genestealer	8	5	Claws and Teeth	-	-	4D	None
Genestealer Hybrid	6	2	Gun & Claws	12	1D	2D	None
		or	Chainsword & Claws	-	-	3D	None
		or	Plasma-Gun	24	1D(+2)	2D	Add +2 to the dice roll when making an attack with a Plasma Gun. After being fired the Plasma Gun must recharge for a turn before it can be used again.
Tyrannid Warrior	4	6	Boneswords	-	-	4D(+1)	Boneswords add +1 to the Tyrannid's dice roll in hand-to-hand combat.
Tyrannid Warrior	4	5	Deathspitter	24	2D	2D	The Deathspitter is an area effect weapon, and attacks any models adjacent to the target with 1 dice each.



ADDITIONAL FORCE LIST

The models listed on this page are **not** included with Tyranid Attack. However, if you have any of the models in your collection the following special rules will allow you to include them in your games.

If your collection of Citadel miniatures includes models of Space Marines in Power Armour you are allowed to include them in the boarding party instead of or as well as Scouts. When using this system the Space Marine player has 30 points with which to buy models for his initial boarding party. The models you are allowed to choose from and how many points each one costs is shown in the list below. If you have any Tyranid mind slaves or special bio-constructs in your model collection you may add them to the Tyranid models provided with the game. When the Tyranid player is allowed to take models as reinforcements or to protect an objective he may pick them from any of the models that are available. There is only one restriction on using mind slaves and special bio-constructs: each may only be used **once** per game – they cannot be recycled like the standard Tyranid models. This represents the fact that each Tyranid ship only has a few of these special creatures to protect it compared to the teeming hordes of Tyranid warriors and Genestealers that are on board.

Model	Cost	Model	Cost	Model	Cost
Scout	2	Space Marine	3	Terminator	5
Scout with Heavy Bolter	4	Space Marine with Heavy Weapon	5	Terminator Librarian	10
Scout Sergeant	5	Space Marine Commander	10		

SPACE MARINES IN POWERED ARMOUR

Name	Move	Armour	Weapons	Range	Fire	Hand to Hand	Notes
Space Marine Commander	6	5	Power Axe & Bolt Pistol	12	2D	2D (+2)	The Power Axe adds +2 to the Commander's dice roll in hand-to-hand combat. The Commander has 6 life points.
Space Marine	6	5	Boltgun	24	2D	2D	None
Heavy Weapon Marine	4	5	Missile Launcher	72	2D	1D	The Missile Launcher is an area effect weapon and attacks any models adjacent to the target with 2 dice each.

TYRANID MIND SLAVES

Name	Move	Armour	Weapons	Range	Fire	Hand to Hand	Notes
Android	4	5	Doom Blaster	24	1D (+1)	1D (+1)	Add +1 to the Android's dice roll when firing and in hand-to-hand combat.
Chaos Marine	6	5	Boltgun and Knife	24	2D	2D	None
Chaos Commander	6	5	Storm Bolter	24	3D	2D	None
Dreadnought	4	6	Bolters	24	2D	2D (+4)	Special rules apply – see the notes in the main rules.
			Assault Cannon	36	4D(+1)	1D	Add +1 to the score of each die when firing the Assault Cannon.
			Missile Launcher	72	2D	1D	The Missile Launcher attacks any models adjacent to the main target with 2 dice each.
			Plasma Gun	12	2D	1D	The Plasma Gun fires at all models along a straight line of squares, which may be horizontal, vertical or diagonal. All targets are attacked with 2 dice each. The line of fire is blocked as soon as it hits a wall.
Gretchin	8	2	Blunderbuss	6	1D(-1)	1D (-1)	Subtract 1 from the Gretchin's dice roll when firing and in hand-to-hand combat.
Ork	6	3	Bolter	24	2D	2D	None

REFERENCE SHEET

SUMMARY OF PLAY

A game of Tyranid Attack is divided into turns. In each turn the Space Marine player moves and attacks with his models, then the Tyranid player moves and attacks with his models. The Space Marine player always moves and attacks first.

Moving and Attacking

Players can choose whether to move all, some or none of their models each turn. Each model can move then attack, or attack then move. However, a model may not move twice or attack twice unless a special card is played that allows it to do so.

Winning the Game

The Space Marine player must destroy four objectives in order to win the game.

The Tyranid player wins if he kills all the Space Marine models before they capture four objectives.

ATTACKS

A model may make *either* a hand attack, *or* a shooting attack in its turn, but not both.

Shooting Attacks

To make a shooting attack, a model must have **line of sight** to the target and the target must be within **range** of the weapon being used. To shoot, roll the number of dice shown under the model's **fire value** characteristic. If the score on any of the dice is equal to or higher than the target's armour rating, the target model loses a life point.

Hand-to-Hand Attacks

Hand-to-hand attacks can only be made against a target in an adjacent square. When a hand-to-hand attack is made, the attacker **and** the defender roll the number of dice shown under their model's **hand to hand** characteristic. Each player then picks the **single** dice with the highest score out of those he rolled.

The player who has the single highest dice roll wins the combat and the target model loses a life point. In the case of a draw, **both** models are hit and both lose a life point!

MOVEMENT

The number of squares a model may move is given under its **move** characteristic. A model may move before or after it has attacked.

Models may move into any empty adjacent square – sideways, diagonally, backwards or forwards.

A model may move through a square that contains a friendly model, but may not end its turn there. A model may not move through or into a square already occupied by an enemy model, nor into an **impassable** square – one that contains a wall or an objective marker.

SPACE MARINE ORDER CARDS

The Space Marine player may use one order card per turn. The card may be played at any time during the turn and is then discarded and may not be used again. As long as the Marines have a Sergeant on the board then the card applies to **all** of the Marine models on the board. If both Sergeants are dead the card may only be used by one **Scout** model, though other types of Marine (Terminators and Librarians, or Marines in Power Armour) can use the order card as normal.

TYRANID REINFORCEMENTS

The Tyranid player may roll for reinforcements at the start of each of his turns. You must score 5 or more to get a reinforcement. Add 2 to the roll if there are no Tyranid models anywhere on the map at the start of the turn. Subtract 1 from the roll if the Hive Mind Synapse has been destroyed.

EXPLORATION SEQUENCE

The exploration sequence is carried out when a Space Marine model moves onto a board section which has an exploration card on it.

1 Remove the board that has the Space Marine entry area attached to it. If there are any models on the board they are lost. Clip the Space Marine entry area to the next board along, so that you will know which board to remove next.

2 The board you removed in step 1 now 'rolls' to the front to become the newest board section. Roll a D6 to see where it goes: on a roll of 1-2 it goes to the left of the board being explored, on a roll of 3-4 it goes straight ahead, and on a roll of 5-6 it goes to the right.

3 Take an exploration card from the deck and, without looking at it, put it face-down on the **new** board section.

4 The Space Marine player now checks to see if the new board is the one shown on his location tile. If it is, then the Tyranid player must place the appropriate objective template anywhere on the board, along with 1D6 Tyranids models. The location tile is then discarded and the Space Marine player may take the next one in the stack.

5 Finally, flip over the exploration card on the board with the Space Marine who triggered the exploration sequence and resolve its effects.

